

Introduction

Created by Anex

The ALLiANCE of ØRØ

This document is intended to provide team compositions, strategies, videos, etc. for the new **Sith Triumvirate Raid: Heroic Tier**. As we all know, this is the most brutal PVE experience CG has released thus far. This guide should simplify the experience, providing you the means to get through it.

Please note that all screenshots and team compositions you see will work in all phases but as noted above, they are specifically from Heroic Runs. I've observed, at least from tier 6 to tier 7 (heroic), these scores vary by about a factor of 4. What this means is, for a score you see in Tier 6, you can expect to receive around 4 x less than that in Tier 7. Conversely, for a score you see in Tier 7, you should expect to receive around 4x more. I cannot comment as to what this would mean for the other tiers but I imagine it's fairly similar.

Now...before you begin...BREATHE! This raid is a grind. With the exception of RJT's resistance in P1, we are going to live in the damage world of 500,000 to 2 million - RJT doing 2.5m to 5m just for p1. This raid is designed such that posting 0's is simply not going to fly. You will want all 50 of your people participating in this so be prepared for the grind!

Quick Shout Outs

- To the guild members in **The ALLiANCE of ØRØ**, thank you for helping to contribute to this document.
 - Discord Server: <https://discord.gg/tmKAzsH>
- To all my fellow Mercs in the **Merc Legends** Discord Server, this content could also not exist without your help
 - Discord Server: <https://discord.gg/ttj4b5V>

Suggestions or Additions

- If you have any suggestions for team compositions or strategies, please join me (Anex) in the [Merg Legends discord server](#).
 - We are all about community evolution and would love to see you get involved and contribute to its continued growth and support.

Quick Raid Completion Tip

- RJT teams own Phase 1 so we only use that team there
 - They can do 5% each so 20 teams is all we should need (less if we average > 5%)

- For Phases 2, 3, and 4, all we need is for each member to average 2% per phase to finish them.
 - With the depth of our rosters, there's absolutely no reason we can't do this
 - We just need everyone participating
 - RJT teams and do that all by themselves in phases 2 and 4 so we should be more than covered

Quick Reference Resources

- Raid Breakdown
 - Detailed description of the raid, skills, abilities, and all that pains us
 - <https://swgoh.gg/db/raids/the-sith-triumvirate/>
- McMole2 Youtube Channel
 - One of the best theory crafters in the game with guides on everything SWGOH
 - <https://www.youtube.com/channel/UCD6cp5LBYWVe4U9I4C2gDCg>
- RAID Teams to Focus on
 - <https://www.youtube.com/channel/UCD6cp5LBYWVe4U9I4C2gDCg>
- SirLoki Youtube Channel
 - Very good theory crafter
 - <https://www.youtube.com/channel/UCGFzA4qU1kqQHA7-KJluM3A>

Change History

Date Updated	Updated By	Brief Description
March 1, 2018	Anex	Initial Document Creation
March 9, 2018	Anex	Given I was informed this document is now public, I've updated it to reflect the origination of a lot of the material and how/where to go to request/suggest more to be added.
March 9, 2018	Anex	Added clarification that these teams and scores are for HEROIC Sith Raid.

Raid Teams and Phase

Phase 1 - Health 49,000,000

Video Breakdown

- Phase 1 Analysis by Mcmole 2
 - <https://www.youtube.com/watch?v=9b5hshCXd2Y>
- Krylo Ren's 4.9 million run
 - <https://youtu.be/IH1xKrR5ozs>

Rey Jedi-Training Lead

- With BB8, RT, Scav Rey, HEALER, 5th
 - This team is all about specials. Thus, it does not trigger DN's defense down and protection boost combination. Every other attack will be a basic but they will always have specials to use as they cool down so quickly
 - Healers could be Chirrut, Visas, or Hyoda
 - This 5th could be R2 (though he's nice to save for phase 2 as well), RP, Finn
 - Outliers: Holdo, Rose, Zarriss
- Score Goals
 - Ideally: > 5% per RJT run. 8% is the current reported maximum.
 - Minimum should be 4%.
 - These runs are highly RNG dependent. It can take multiple attempts to finally put together a run like this.
- The fewer teams we need to run to finish this phase, the more RJT teams we will have for Phases 2 and 4.

NOTE: Mods for the high end run are shown <[HERE](#)>

Basic Strategy

- BB8 secret intel spam
- RJT mind tricks to reduce DN tm and when used later, remove debuffs with it
- RT Special on DN to try and land an expose
- If RT's expose fails, use Scav Rey's Leverage against DN to try and land it
 - Otherwise, use her basic on a side toon
- Alternate Healer specials
- Alternate 5th's specials
- Use Mind Tricks on DN only when he's buffed and/or has > 30% TM

- When DN's Annihilate cooldown is ≤ 3 or 4, use Unbreakable Will on BB8 or RJT or Scav Rey
 - Important: Save your healer's main heal for after Unbreakable Will expires
- Rinse and Repeat

Phase 2 - Health 52,000,000

General Strategy

- Stealth based teams work really well here since they can't be countered
 - Teebo and ewoks
 - Zaul teams
 - Titans/Ackbar mix with R2
- Keep Pain debuffs on your attackers but cleanse them from your Tanks (taunters) and healers.
 - Pain on your attackers gives them big dmg boosts
- Be mindful of his AOE and revive (he gets an offense boost for his next turn)
- Sabine's Armor Shred works well here
- Toons that ignore armor like Sion, SASS, SIT do well

NOTE: Each team has their own respective scores further below in the document. They are listed in the [Screenshots of Different Team Comps & Scores](#) section.

Video Breakdown

- <https://www.youtube.com/watch?v=6cM4q4VUTRE>

zVeers & Troopers with Thrawn

- zVeers Lead with Thrawn, Death Trooper, ShoreTrooper, Starck
 - Kill a side toon and then put Death Mark Sion
 - Save Veer's Special and Thrawn's fracture for AFTER Death Mark is on Sion
 - This will do massive damage
 - Keep cycles of pain on everyone except ShoreTrooper
 - When Sion has Hatred, be sure to Soothe ShoreTrooper
 - Score Goals:
 - Ideally, at least 2%
 - Minimum of 1%
 - Reported maximum has been to 2.5%

zKylo Ren (Unmasked) & First Order

- zKRU with FOST, FOE, Zylo, FOO

- Alternatives, FOSFTP or Phasma
 - Keep cycles of pain on your attackers, cleanse from FOST
- Score Goals:
 - Ideally, at least 2%
 - Minimum of 1%
- Though this team can be used, we recommend saving it for P3 and P4.

RJT Resistance with a healer

- Please try to save this team for phase 4 if you can
 - Score goals:
 - Minimum of 2%
 - Maximum reported has been 4%

Ewoks - aka Murder Bears

- zChirpa Lead with Logray, Wicket, EE, Scout
 - The zeta's on these guys are not needed but if you want a big run, you will want them
 - Tip: Use Wickets Assist call to EE

Nightsisters under Asajj or Talzin

- Please try to save this team for P3 and P4 (they do better there than other teams)
- Score Goals:
 - Minimum of 2%

Admiral Ackbar & The Big Mix

- Typical AA lead with Hyoda, CLS, Zolo and a Tank (GK)
- Score Goals:
 - Minimum of 1%
 - Maximum reported was 2%

Phoenix Squad

- Yup...they aren't horrible here.
- Score Goals:
 - Minimum of 0.05%
 - Maximum reported 1.5%

Sith Squad under Zaul Lead

- Zaul, Sith Trooper, Darth Nihilus, Sith Assassin + 5th

- Vader, Scion, zeta Savage
- Score Goals:
 - Minimum of 0.5%
 - Average of 1%
 - Maximum reported of 1.5%

Admiral Ackbar Odd Mix

- AA lead, Jawa Engineer, Princess Leia, Hyoda, Thrawn
- Score Goals:
 - Minimum of 0.5%
 - Maximum reported of 1.5%

Phase 3 - Health 36,000,000

Videos

- Strategy
 - <https://www.youtube.com/watch?v=qtP--eYZhko>

zVeers & Troopers with Thrawn

- zVeers Lead with Thrawn, Death Trooper, ShoreTrooper, Starck
- Score Goals:
 - Ideally at least 2%
 - Minimum of 1%
 - Maximum reported 2.5%

zKylo Ren (Unmasked) & First Order

- zKRU with FOST, FOE, Zylo, FOO
 - Alternatives, FOSFTP or Phasma
- Score Goals:
 - Ideally, at least 2%
 - Minimum of 1%

Nightsisters under Asajj Lead

- Asajj Lead, Wampa, Acolyte, Talia, STH
 - Strategy is to get STH Taunting and then ONLY use your basics (Auto - Basic Only)
 - NOTE: This team will soon be nerfed.
- Score Goals:
 - 50% to 100%
 - Lag can be a major issue

Phase 4 - Health 33,000,000 (estimated)

Effectively, you're going to be using the same teams noted above only in specific situations. Teams that gain a lot of TM and use a lot of specials should be your primary teams to knock down Darth Nihilus and Sion. Once they are both dead, you can use more teams, those that do basics in particular, against Traya.

DN	Sion	Traya
12,000,000	9,600,000	11,500,000

Videos

- RJT Resistance with STH
 - <https://youtu.be/wGgc6LqZz0>
- Wiggs Rebels with STH
 - <https://youtu.be/yvSEfkGrgXY>

PRIORITY KILL ORDER

- We need teams with specials used first and the focus should be on Darth Nihilus
 - We want him killed first as that allows us to use more teams that we can't use against DN
- When you have a basic attack, use it on Sion or one of the side toons instead
- Once Darth Nihilus is dead, we can all focus junk teams against Sion

Teams Against Darth Nihilus & Sion

- RJT Resistance with a healer
- zVeers with Troopers
- NightSisters under Talzin if you don't have or are unable to do the STH trick
- zKRU and First Order

IMPORTANT NOTE: If you're running a team that relies on basic attacks and are hitting Darth Nihilus, make sure you have a way to cleanse yourself of the Defense Down that gets applied to you BEFORE that character hits with a basic again. This is extremely important as it will prevent DN from regaining 25% Protection.

Teams Against Traya

- All teams noted above
- NightSisters under Asajj Lead for the STH trick or under Talzin otherwise
- Titans
- Admiral Ackbars Big Mix
- Zaul Sith
- Phoenix
- Kitchen Sink

Screenshots of Different Team Comps & Scores

Phase 1

RJT Resistance without a healer



RJT Resistance with Visas

PROGRESS

Damage Dealt:

 85 802,455 DMG	 85 261,725 DMG	 85 247,066 DMG	 85 856,972 DMG	 85 733,564 DMG
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Total Damage Dealt 4,206,542

CONTINUE

* Provided by *Confusionisbliss*, *Rebels ALLiANCE*

Phase 2

zVeers Troopers with Thrawn

PROGRESS

Damage Dealt:

Trooper	Damage Dealt
85 (Trooper 1)	132,962 DMG
85 (Trooper 2)	104,491 DMG
85 (Trooper 3)	189,079 DMG
85 (Trooper 4)	11,555 DMG
85 (Trooper 5)	197,220 DMG

Total Damage Dealt: 1,245,651

CONTINUE

The image shows a progress screen with a dark blue background. At the top, the word "PROGRESS" is written in large, white, bold letters. Below it, the text "Damage Dealt:" is centered. There are five trooper icons arranged horizontally, each with a yellow starburst and a level indicator of "85". Below each icon is a numerical value representing damage dealt. A horizontal progress bar is located below the individual damage values, showing a yellow segment. At the bottom, a large green button with the word "CONTINUE" in white is centered.

RJT Resistance with Hyoda

PROGRESS

Damage Dealt:

 85 541,315 DMG	 85 270,780 DMG	 85 152,592 DMG	 85 714,256 DMG	 85 0 DMG
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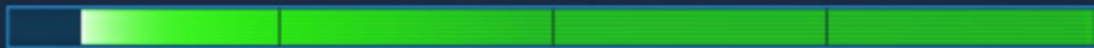
Total Damage Dealt 3,117,040

CONTINUE

RJT Resistance with Visas Marr

PROGRESS

Damage Dealt:



Total Damage Dealt

4,206,542

CONTINUE

* Done by *ConfusionIsBliss, Rebels ALLiANCE*

Ewoks - AKA Murder Bears

Damage Dealt:

				
254,792 DMG	161,679 DMG	622,016 DMG	219,551 DMG	449,779 DMG

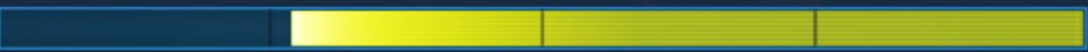
Total Damage Dealt 1,707,842

CONTINUE

* Provided by *Merc Legends*

PROGRESS

Damage Dealt:



Total Damage Dealt

649,356

CONTINUE

* Provided by *Kromoz0hm* [*Måndåloriân*]

Phoenix

PROGRESS

Damage Dealt:

 85 77,351 DMG	 85 751,221 DMG	 85 295,728 DMG	 85 93,829 DMG	 85 69,927 DMG
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Total Damage Dealt 1,288,056

CONTINUE

* Provided by *Adastra*, *Death Star Row*

Nightsisters with Talzin Lead

PROGRESS

Damage Dealt:

 477,191 DMG	 338,133 DMG	 309,331 DMG	 45,383 DMG	 22,896 DMG
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Total Damage Dealt 1,276,294

CONTINUE

* Provided by *Panda, Alliance Alpha*

Darth Nihilus with Zion & Marauder

PROGRESSION

Dégâts infligés :

Character	Level	Dégâts
Darth Nihilus	85	398 794 DÉG
Zion	85	217 207 DÉG
Marauder	85	153 206 DÉG
Reb0rn Sigma	85	11 341 DÉG
DN's unique zeta'd	85	202 213 DÉG

Total de dégâts infligés 1 507 499

CONTINUER

* Provided by *Casual Player, Reb0rn Sigma Σ*

* Note: This only has DN's unique zeta'd.

zKRU and First Order

PROGRESS

Damage Dealt:



53,550 DMG



189,163 DMG



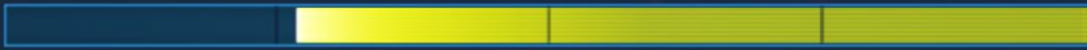
964,350 DMG



55,039 DMG



41,065 DMG



Total Damage Dealt

1,303,166

CONTINUE

AA mix with Leia and ATF

PROGRESS

Damage Dealt:

Character	Level	Damage Dealt
Chewbacca	85	17,428 DMG
Leia	85	1,277,035 DMG
Han Solo	85	187,390 DMG
Yoda	85	0 DMG
Ahsoka Tano	85	233,095 DMG

Total Damage Dealt: 1,714,948

CONTINUE

Phase 3

Zeta Asajj with STH

PROGRESS

Damage Dealt:



4,911,068 DMG



30,283,365 DMG



5,635,759 DMG



1,445,770 DMG



5,766 DMG



Total Damage Dealt

42,281,728

CONTINUE

Phase 4

Against Sion and DN

zKRU & First Order

PROGRESSO

Dano Causado:

Personagem	85	Dano Causado
Finn	85	12.093 DE DANO
Chewbacca	85	46.667 DE DANO
Kylo Ren	85	433.450 DE DANO
Stormtrooper	85	9.701 DE DANO
Poe Dameron	85	9.261 DE DANO

Total de Danos Causados 437.765

CONTINUAR

PROGRESS

Damage Dealt:



Total Damage Dealt 473,545

CONTINUE

Against Traya

Thrawn's Empire

PROGRESS

Damage Dealt:

 85 67,923 DMG	 85 32,839 DMG	 85 201,180 DMG	 85 3,984 DMG	 85 23,401 DMG
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Total Damage Dealt 974,452

CONTINUE

Phoenix

PROGRESS

Damage Dealt:

 85 29,191 DMG	 85 25,108 DMG	 85 26,276 DMG	 85 14,742 DMG	 85 96,064 DMG
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Total Damage Dealt 507,514

CONTINUE

Nightsisters Unde Asajj (STH Method)



Team Strategies &/Or Mods in Detail

RJT & Resistance in Phase 1 (or Phase 4)

RJT Mods

- CD x 4 + CC or Health X 2

Rey (Jedi Training)



Light Side
Resistance, Tank

Resilient Resistance Tank who avenges debuffed allies and controls the battlefield

NAME/VALUE (MODS)		DESCRIPTION
Speed	244 (104)	Determines the rate in which this unit gets to take a turn.
Critical Damage	216% (66%)	Increases the amount of damage dealt by a Critical Hit.
Potency	60% (24%)	Increases the chance to apply detrimental effects to opponents.
Tenacity	46.59% (6.59%)	Increases the chance to ward off detrimental effects.
Health Steal	20%	Determines the amount of Health restored based upon damage dealt.
Physical Offense		
Physical Damage	2901 (198)	Used to calculate damage dealt by all Physical abilities. Reduced by the opponent(s) Armor.

BB-8 Mods

- Speed x 4 + Any 2

BB-8



Light Side
Droid, Resistance, Support

Persistent Resistance Droid who empowers allies by circulating Secret Intel

NAME/VALUE (MODS)		DESCRIPTION
Speed	288 (126)	Determines the rate in which this unit gets to take a turn.
Critical Damage	150%	Increases the amount of damage dealt by a Critical Hit.
Potency	44.05% (7.05%)	Increases the chance to apply detrimental effects to opponents.
Tenacity	60.35% (31.35%)	Increases the chance to ward off detrimental effects.
Health Steal	0%	Determines the amount of Health restored based upon damage dealt.
Physical Offense		
Physical Damage	2358 (178)	Used to calculate damage dealt by all Physical abilities. Reduced by the opponent(s) Armor.

Scavenger Rey Mods

- Speed x 4 + Health or Any 2
- CD x 4 + Health or CC x 2
- High speed secondaries on either configuration

Option 1:

- Speed x 4 + Any two

SET BONUSES

General	
Health	17911
Protection	19252
Speed	281
Critical Damage	186%
Potency	7.9%
Tenacity	28%
Health Steal	10%
Physical Offense	
Physical Damage	2988
Physical Critical Chance	44.73%
Armor Penetration	44

Option 2:

- CD with CC mods

Rey (Scavenger)



Light Side
Attacker, Resistance

Risky Attacker that has high damage and evasion, but is vulnerable to debuffs

CREW POWER: 12,667

NAME/VALUE (MODS)		DESCRIPTION
Critical Damage	211.5% (61.5%)	Increases the amount of damage dealt by a Critical Hit.
Potency	6.3% (1.3%)	Increases the chance to apply detrimental effects to opponents.
Tenacity	29.4% (3.4%)	Increases the chance to ward off detrimental effects.
Health Steal	10%	Determines the amount of Health restored based upon damage dealt.
Physical Offense		
Physical Damage	3025 (603)	Used to calculate damage dealt by all Physical abilities. Reduced by the opponent(s) Armor.

R2-D2 Mods

- Speed x 4 + CC x 2

R2-D2



Light Side


Droid, Galactic Republic, Rebel, Resistance, Support

Versatile Support Droid that inflicts Burning and grants allies Stealth

NAME/VALUE (MODS)		DESCRIPTION
Health	33910 (2725)	The core survivability of this unit. If this reaches 0 then the unit is defeated.
Protection	33348 (3788)	Additional survivability. If this reaches 0, then the unit will begin losing Health.
Speed	269 (112)	Determines the rate in which this unit gets to take a turn.
Critical Damage	150%	Increases the amount of damage dealt by a Critical Hit.
Potency	67.46% (34.46%)	Increases the chance to apply detrimental effects to opponents.
Tenacity	52.87% (6.87%)	Increases the chance to ward off detrimental effects.
Health Steal	5%	Determines the amount of Health restored based upon

Resistance Trooper Mods

- $CD \times 4 + Potency \text{ or } Health \text{ or } CC \times 2$

Resistance Trooper		
★★★★★★★★		
Light Side Resistance, Attacker	Opportunistic Resistance attacker that can deal heavy damage to debuffed enemies	
NAME/VALUE (MODS)	DESCRIPTION	
Critical Damage	216% (66%)	Increases the amount of damage dealt by a Critical Hit.
Potency	66.96% (38.96%)	Increases the chance to apply detrimental effects to opponents.
Tenacity	46.71% (3.71%)	Increases the chance to ward off detrimental effects.
Health Steal	10%	Determines the amount of Health restored based upon damage dealt.
Physical Offense		
Physical Damage	3263 (736)	Used to calculate damage dealt by all Physical abilities. Reduced by the opponent(s) Armor.
Physical Critical Chance	53.79% (11.33%)	Determines the chance to deliver a Critical Hit for Physical abilities.

Zaul Sith with Marauder in Phase 2

Provided by Wibaux

Mod Configuration

- ZAUL lead offense and speed mods
- SITH ASSASSIN offense and speed
- SITH MARAUDER crit damage and speed
- SITH TROOPER defense / health : he is here to survive as long as possible so max this out
- (5th Sith, Zavage if you have him, If not sidious as he can get free tm and healing from killing side scrubs)
- Sith Assassin should be your fastest toon

Attack Strategy

- Sith Assassin goes stealth right out of the gate (this gives 13% tm to the other sith)

- Sith marauder 2nd special attack on sion, this gives potency up for all toons
- Sidious: AOE attack depending on your potency this can stick an expose and dots, if it is too low just do a regular attack on the Sith assassin
- Zaul next with his single attack on Sith Assassin
- Zavage hit Sith Assassin, if your hits were good and she is at half you can drop a flying knee on him.
- Please note, Zavage and sidious are mentioned there. It is either or for which one you bring.
- Now you get to work, while Sith Trooper is alive and taunting let the pain stack up on your toons, all the way up to 5 stacks. Sion is going to be hitting Sith T not them so no biggie. They need as much offense and crit as they can get.
- Kill Sith Assassin as soon as she is brought out because she murders Sith T, the other marauders kill them as you see fit to boost tm for zaul or get buffs for Zavage.
- All Sith trooper should do is his cleanse of pain, aoe attack, regular attack in that order. Cleanse the pain off so he takes as little damage as possible.
- Sith Assassin should be stealthed every chance she gets, attacking sion only. Go up to 5 stacks, gives her +150% offense and a guaranteed crit on next hit.
- Marauder only attacks sion as well, same with the 5 stacks. He becomes a freight train. Use special as often as possible.
- Zaul /Zavage Or Sidious are there to manage the side toons and drop extra damage on sion whenever they can.